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Williams Entertainment Inc.

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DIGITAL ECLIPSE

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PRINTED IN USA

SNS-AW8E-USA

Williams® ARCADE'S GREATEST HITS™

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

Five Great Arcade Hits in One Package!

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

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GETTING STARTED

1. Turn the power OFF on your Super NES.

   WARNING: Never try to insert or remove a Game Pak when the power is ON!

2. Make sure a controller is plugged into the #1 port on the Super NES system.

3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn the power switch ON.

5. When you see the **Arcade's Greatest Hits™** Title Screen, press START to begin the game.

GAME SELECTION

After the game intro you will see the game select screen. This is where you select which of the classic games you wish to play. Use the **Control Pad** to move the arrows up and down and then press any button to select a game. If you wait a few seconds before selecting a game, a demo of the games will run. Press any button to end the demo.

After you have selected a game, you will see the Game Start Screen. Use the **Control Pad** to move the arrows up and down and press any button to make a selection. Your choices are:

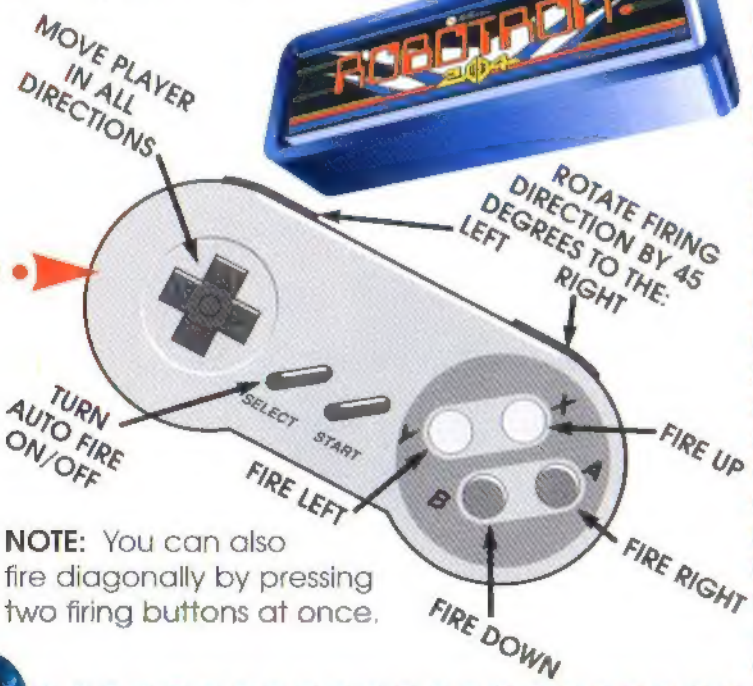
1 PLAYER START Begin one player game.
2 PLAYER START Begin two player game.
GAME OPTIONS Go to Game Options Screen.
EXIT Go back to Game Select Screen.

IN-GAME OPTIONS

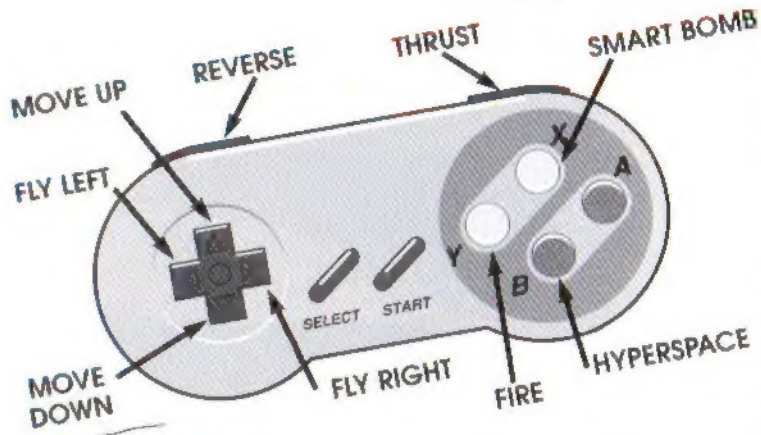
When you choose **GAME OPTIONS** from the Game Start Screen, you will then see the screen below. Use the **Control Pad** to move the arrows up and down and press any button to adjust the options. Here you are able to change game difficulty, number of lives and many other options. If you select **RESET OPTIONS**, the game options will be restored to the original settings. Selecting **EXIT** will return you to the Game Start Screen where you can jump into the fun!

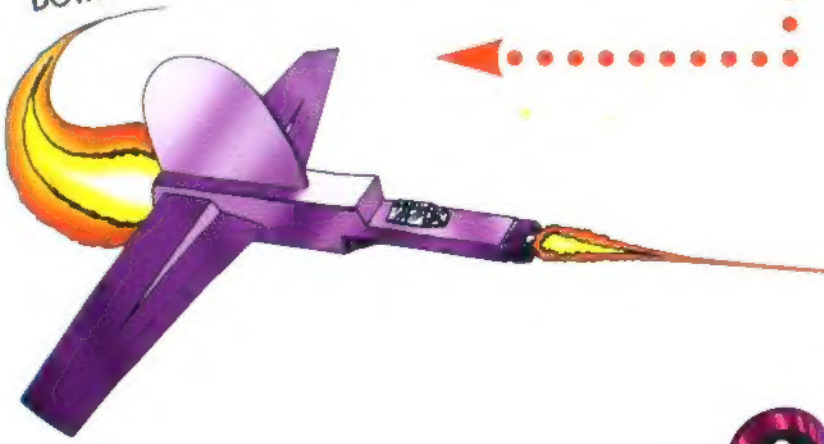
CONTROLLING THE GAMES

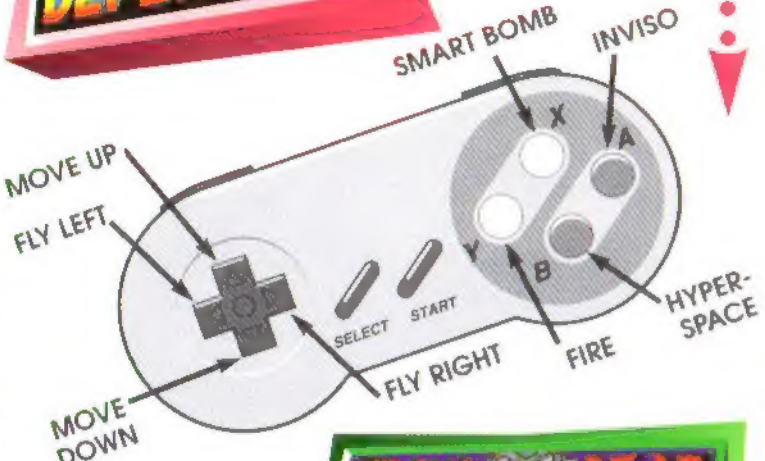
Before you get started here are a couple of helpful general controls. Pressing **START** will pause the game, and to abort the game press **L, R, SELECT** and **START** at the same time. The following diagrams show you how to control game play for hours of fun.



NOTE: You can also fire diagonally by pressing two firing buttons at once.







NOTE: Only in Joust are both controllers used in Two player mode.

HIGH SCORES

GAME	SCORE

CREDITS

Digital Eclipse Team

Digital Eclipse Software, Inc. has developed and published several successful commercial software packages including the Williams Digital Arcade Collector's Series for Macintosh. The company currently has a number of games for personal computers and next generation systems in advanced production.

Andrew Ayre
Andrew served as Producer of Williams Arcade's Greatest Hits™ and is President of Digital Eclipse Software.

Jeff Vavasour
Jeff was the Lead Programmer on Williams Arcade's Greatest Hits, responsible for Defender, Defender II, Joust, and Robotron conversions as well as the design of the selection interface. Jeff just can't seem to get enough of these classic games!

Christopher Burke
Chris was responsible for the conversion of Sinistar as well as its new features.

John Kowalski
John did the sound conversion and programming for all the games.

Bert Monroy
Bert was responsible for the detailed game selection artwork.

Image Impressions
Image Impressions did much of the graphics conversion for this game.

Williams Entertainment Team

Debbie Austin, Steve High,
Jon Mongelluzzo, Shawn Murphy, Dave Young
Print Design and Production

Jason Shigenaka
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Williams Entertainment Testing

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Special Thanks

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